Vienna Instruments
Solo Download Instruments
Oboe d'Amore
Full Library

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Introduction

Welcome to the Vienna Symphonic Library, and thank you for purchasing one of our Solo Download Instruments! This document contains the mapping information for the "Full" version of the Vienna Instruments Oboe d'Amore. You will find in it a comprehensive survey of the articulations/Patches content, a listing of abbreviations, and the mapping list proper which gives details for every Patch, Matrix, and Preset.

"Full" Library

As opposed to the "Standard" versions of our Solo Download Instruments, the "Full" versions are identical with the corresponding instruments of a DVD Collection, i.e., they contain exactly the same samples, Patches, Matrices and Presets as the latter without any restrictions.

Installing a Download Instrument's Full version copies that instrument's sample content to a separate folder on your hard disk, so that it is not necessary to keep its Standard version installed – you may either delete it from your hard disk or at least remove it from the Directory Manager's list of activated instruments. In the Vienna Instruments Browser, the path of the Full version will be the same as that of the corresponding DVD Instrument, so that you can still see both versions as separate entries if you keep the Standard version installed.

Data paths and Patch name conventions

Since the Full versions of Download Instruments conform to the corresponding DVD Instruments, the data paths in your Vienna Instruments browser will be different than those of Standard Download or Special Edition Instruments. For instance, the path of the Standard Download Library of Flute 1 is "02D Flute-1", and all Patches can be found in this folder regardless of the articulation group they belong to. The Patch number is also marked with a "D" so that you immediately know it is a Download Instrument. In the Vienna Special Edition, Flute 1 is located in the folder "11 Flutes" together with the other flutes. Here, the Patch number is marked with an "S". The Full Download of Flute 1 is located in the subfolder "32 Flute" of the section "Woodwind Patches", which again contains subfolders grouping the Patches according to type, e.g., "01 SHORT + LONG NOTES", "02 DYNAMICS", etc. Patch names of the Full Download Library may differ from the corresponding ones of the Standard Download Library.

While Full Download Instruments contain all articulations of the corresponding DVD Instruments, their Patches are not divided into Standard and Extended content. The list of articulations further down which gives a summary of the Library's contents.

Special Patch configurations which sometimes are part of a Standard Download Instrument may be found in a reserved folder called "98 RESOURCES" in the Full Instrument. E.g., Flute 1 Standard contains the Patch "22D FL1 legato-sus"; in Flute 1 Full, this Patch is called "01 FL1_perf_leg_sustain" and is located in the Resources' subfolder "03 Perf Speed variation". (Apart from that, it also contains more samples.) Other articulations that can be found in the Resources folder are isolated dynamics repetitions in the subfolder "01 Perf Rep dyn" – e.g., the five repetitions of a legato crescendo, divided into separate Patches – and extracted velocity layers of sustained notes in the subfolder "02 Long Notes – Single Layer".

Patch information

The Patch information includes articulation type, playing range, number of samples used, RAM requirements, the number of velocity layers and alternations, AB switching possibilities, etc., as well as Patch specific information if necessary.

Where the type of articulation requires a special mapping (e.g., natural harmonics patches), the mapping layout will be shown in a detailed graphic.

Major and minor runs are always mapped to the keys of their scale, as are **arpeggios** to the keys of the broken chord played. **Grace notes** and **mordents** are mapped to their target note, i.e., the note the articulation ends with. Due to their nature, all **upward and downward articulations** (e.g., fixed glissandos and octave runs) have different mapping ranges – the upward movements ending the involved interval below the Patch's upper mapping range, while downward movements end the interval above its lower mapping range. (Please note that not all of the articulations mentioned above may be contained in your Collection.)

The Patch information also lists a Patch's velocity layers in detail. Velocity layer switches generally are the same for patches with the same number of layers but may occasionally be adapted to the instrument's requirements:

Layers	Layer 1	Layer 2	Layer 3	Layer 4	Layer 5	Layer 6
2	1–88	89–127				
3	1–55	56–88	89–127			
4	1–55	56–88	89–108	109-127		
5	1–24	25–55	56–88	89–108	109–127	
6	1–24	25–55	56–88	89–108	109–118	119–127

Interval performances

Interval performances are one of the outstanding features of our Vienna Instruments. They allow you to play authentic legato without any programming tricks. In our Silent Stage, all intervals from minor second to the octave were recorded for every instrument – up and down, of course; that makes 24 interval samples per note for one velocity alone! When you load an interval performance Patch and play a line on your keyboard, the software automatically joins the right samples with their interval transitions again, and you hear a perfect legato. By the way, this technique is not only used for legato but also for other articulations like the strings' portamento, marcato, or détaché and spiccato articulations.

Interval performances also contain at least two legato repetitions for every note which alternate automatically whenever you strike a key more than once. There also are preconfigured thresholds for legato and repetition notes: The legato threshold – i.e., the maximum break between notes where legato is played – is 50 ms. Otherwise, a sustained starting note will sound so that you can easily start a new phrase without leaving the legato Patch. For note repetitions, the threshold is 200 ms: a break up to that duration will yield a legato repetition; if the break is longer, a new starting note. But of course, it's mingling legato with other articulations which makes a piece really come alive.

Due to their nature, all interval performances are monophonic; otherwise, the software would have to be able to decide which source note belongs to which target note. To circumvent this, you can open two VI instances of the same instrument on separate MIDI tracks without any additional strain on your RAM.

Note: the Vienna Instruments PRO player software also allows you to play polyphonic Interval performances.

Another variety of interval performance you will come across is the "perf-leg_sus" Patch. These Patches also contain normal legatos, only the target note of each interval is crossfaded into a looped sustain. They can be used for slower pieces with long notes; however, you should use them with circumspection, since plain legatos sound more lively because they not only render the interval transitions as they were played, but also have different target samples for every interval instead of the same sustained note: When you play, e.g., c–e and then c#–e with normal legato, you will get two different "e" tones; with sus-legato you won't.

Matrix information

Each Matrix listing contains information regarding the Patches used for the Matrix, the number of horizontal and vertical dimensions, and switching properties. A mapping table shows the Cell positions for each of the Matrix' Patches.

A/B switching normally is set to A0 for upward/crescendo, and B0 for downward/diminuendo. However, some bass instruments go below that range so that the A/B keys have to be adapted accordingly. For example, the A/B switches for double bass are A0 and A#0 because the instrument's lower range extends to B0.

In order to facilitate working with **MIDI controller switches** like the Modulation wheel, the switching positions are not distributed equally across the controller range if they control more than two Matrix rows or columns; generally, the switching range will be narrower at the extreme positions because they are easy to set, and wider in the middle where it is harder to find the desired setting.

Speed controller switches naturally are adjusted to the Patches involved, and have been tested carefully as to their playability. However, if you find that they do not fit your playing, or want to try out other settings, you can change this as well as any other controller's settings at the **Control edit** page, and save the result in your Custom Matrix folder.

Preset information

The Preset information lists the Matrices used in the Preset as well as its keyswitches. All other information can be gathered from the Matrix and Patch listings, so there's not really much to say here. Please note that the Matrices of a Preset can also be switched with MIDI Program Changes (VI: 101–112; VI PRO: 1–127) instead of keyboard notes, and if you like to keep your keyboard free for playing instead of switching, you can disable Preset keyswitching and only use MIDI Program Changes. Vienna Instruments PRO also allows you to define a MIDI Control for Preset keyswitching.

Abbreviations

Here's a list of abbreviations in Patch names, which will help you to determine a Patch's content even without the help of the Vienna Instruments browser. Please note that not all of the abbreviations may occur in the manual on hand.

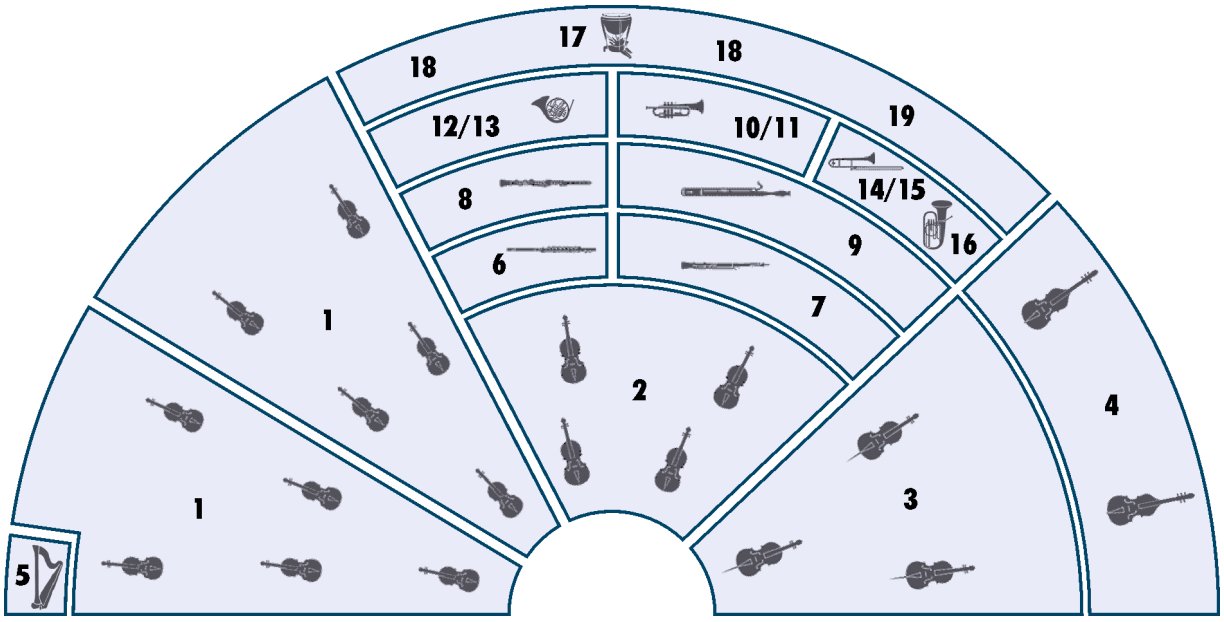
Abbreviation	Meaning	Abbreviation	Meaning
150, 160, …	150, 160, … BPM (beats per minute)	leg	legato
1s, 2s, …	1 sec., 2.sec. … duration	lo	long
all	combination of all Patches of a category	me	medium
		nA	normal attack
cre	crescendo	noVib	without vibrato
cre5, cre9	crescendo, 5/9 repetitions	perf-rep	repetition performance
dim	diminuendo	por	portato
dim5, dim9	diminuendo, 5/9 repetitions	RS	release sample
dyn	dynamics (crescendo and diminuendo)	sA	soft attack
		sl	slow
dyn5, dyn9	dynamics, 5/9 repetitions	sta, stac	staccato
fa	fast	str	strong
fast-rep	fast repetitions	sus	sustained
flatter	flutter tonguing	Vib	with (medium) vibrato
hA	hard attack	XF	cell crossfade Matrix

Articulations

35 Oboe d'Amore	
01 SHORT + LONG NOTES	Staccato Portato short and medium Portato long with and without vibrato Sustained with and without vibrato
02 DYNAMICS	Medium dynamics with and without vibrato, 1.5/2/3/4 sec. Strong dynamics with vibrato, 3/4 sec. Strong dynamics without vibrato, 2/3/4 sec. Crescendo-diminuendo with vibrato, 2/4/10 sec. Crescendo-diminuendo without vibrato, 2/3/4 sec. Sforzatissimo with vibrato Fortepiano, sforzato, sforzatissimo with and without vibrato
03 FLATTER	Flutter tonguing, normal and crescendo
10 PERF INTERVAL	Legato Marcato
11 PERF INTERVAL FAST	Legato Marcato
12 PERF TRILL	Trills, legato, minor 2nd to major 3rd
13 PERF REPETITION	Legato Portato Staccato Normal and dynamics
14 FAST REPETITION	Staccato, 120 to 180 BPM Normal and dynamics

The orchestra

There are several ways of setting up an orchestra, depending on the era of the piece played, the type of the piece and the instruments it requires, and even on the preference of the conductor. The figure below shows one of the more common setups, which can be taken as a guideline for mixing a composition, properly positioning the instruments in the stereo field and adding reverb according to the size of the concert hall you want your piece to be played in.



1 1st and 2nd violin
2 Viola
3 Cello
4 Double bass
5 Harp
6 Concert flute, piccolo
7 Oboe, English horn
8 Clarinet, bass clarinet
9 Bassoon, contrabassoon
10/11 Trumpet
12/13 Horn
14/15 Trombone
16 Tuba
17 Timpani
18 Drums, cymbals
19 other percussion instruments

Pitch

For designating pitch, the Vienna Symphonic Library uses International Pitch Notation (IPN), which was agreed upon internationally under the auspices of the Acoustical Society of America. In this system the international standard of A=440 Hz is called A4 and middle C is C4. All pitches are written as capital letters, their respective octave being indicated by a number next to it. The lowest C on the piano is C1 (the A below that is A0), etc.

You can tune your Vienna Instruments to other players, or adjust it to tunings of earlier musical periods by setting the Perform page's Master Tune option within a range of 420 to 460 Hz.

35 Oboe d'Amore

Patches

01 SHORT + LONG NOTES — Range: G3–E6

01 OdA_staccato — **Samples: 264** — **RAM: 16 MB**

Staccato
4 velocity layers: 0–55 p; 56–88 mp; 89–108 mf; 109–127 f
2 Alternations

02 OdA_portato_short — **Samples: 264** — **RAM: 16 MB**

Portato, short
4 velocity layers: 0–55 p; 56–88 mp; 89–108 mf; 109–127 f
2 Alternations

03 OdA_portato_medium — **Samples: 264** — **RAM: 16 MB**

Portato, medium
4 velocity layers: 0–55 p; 56–88 mp; 89–108 mf; 109–127 f
2 Alternations

04 OdA_portato_lo_sA_Vib — **Samples: 165** — **RAM: 10 MB**

Portato, long, soft attack, with vibrato
3 velocity layers: 0–55 p; 56–88 mp; 89–127 mf
Release samples

05 OdA_portato_lo_sA_noVib — **Samples: 165** — **RAM: 10 MB**

Portato, long, soft attack, without vibrato
3 velocity layers: 0–55 p; 56–88 mp; 89–127 mf
Release samples

11 OdA_sus_Vib — **Samples: 263** — **RAM: 16 MB**

Sustained, with vibrato
4 velocity layers: 0–55 p; 56–88 mp; 89–108 mf; 109–127 f
Release samples

12 OdA_sus_noVib — **Samples: 230** — **RAM: 14 MB**

Sustained, without vibrato
3 velocity layers: 0–55 p; 56–108 mp; 109–127 f
Release samples

02 DYNAMICS — Range: G3–E6

01 OdA_dyn-me_Vib_1'5s — **Samples: 68** — **RAM: 4 MB**

Medium crescendo and diminuendo with vibrato, 1.5 sec.
2 velocity layers: 0–88 p-mf/mf-p; 89–127 mf-f/f-mf
AB switch: crescendo/diminuendo

02 OdA_dyn-me_Vib_2s — **Samples: 68** — **RAM: 4 MB**

Medium crescendo and diminuendo with vibrato, 2 sec.
2 velocity layers: 0–88 p-mf/mf-p; 89–127 mf-f/f-mf
AB switch: crescendo/diminuendo

03 OdA_dyn-me_Vib_3s — **Samples: 68** — **RAM: 4 MB**

Medium crescendo and diminuendo with vibrato, 3 sec.
2 velocity layers: 0–88 p-mf/mf-p; 89–127 mf-f/f-mf
AB switch: crescendo/diminuendo

04 OdA_dyn-me_Vib_4s — **Samples: 68** — **RAM: 4 MB**

Medium crescendo and diminuendo with vibrato, 4 sec.
2 velocity layers: 0–88 p-mf/mf-p; 89–127 mf-f/f-mf
AB switch: crescendo/diminuendo

11 OdA_dyn-str_Vib_3s — **Samples: 34** — **RAM: 2 MB**

Strong crescendo and diminuendo with vibrato, 3 sec.
1 velocity layer
AB switch: crescendo/diminuendo

12 OdA_dyn-str_Vib_4s — **Samples: 34** — **RAM: 2 MB**

Strong crescendo and diminuendo with vibrato, 4 sec.
1 velocity layer
AB switch: crescendo/diminuendo

21 OdA_dyn-me_noVib_1'5s — **Samples: 68** — **RAM: 4 MB**

Medium crescendo and diminuendo without vibrato, 1.5 sec.
2 velocity layers: 0–88 p-mf/mf-p; 89–127 mf-f/f-mf
AB switch: crescendo/diminuendo

22 OdA_dyn-me_noVib_2s — **Samples: 68** — **RAM: 4 MB**

Medium crescendo and diminuendo without vibrato, 2 sec.
2 velocity layers: 0–88 p-mf/mf-p; 89–127 mf-f/f-mf
AB switch: crescendo/diminuendo

23 OdA_dyn-me_noVib_3s — **Samples: 68** — **RAM: 4 MB**

Medium crescendo and diminuendo without vibrato, 3 sec.
2 velocity layers: 0–88 p-mf/mf-p; 89–127 mf-f/f-mf
AB switch: crescendo/diminuendo

24 OdA_dyn-me_noVib_4s **Samples: 68** **RAM: 4 MB**

Medium crescendo and diminuendo without vibrato, 4 sec.
2 velocity layers: 0–88 p-mf/mf-p; 89–127 mf-f/f-mf
AB switch: crescendo/diminuendo

31 OdA_dyn-str_noVib_2s **Samples: 34** **RAM: 2 MB**

Strong crescendo and diminuendo without vibrato, 2 sec.
1 velocity layer
AB switch: crescendo/diminuendo

32 OdA_dyn-str_noVib_3s **Samples: 34** **RAM: 2 MB**

Strong crescendo and diminuendo without vibrato, 3 sec.
1 velocity layer
AB switch: crescendo/diminuendo

33 OdA_dyn-str_noVib_4s **Samples: 34** **RAM: 2 MB**

Strong crescendo and diminuendo without vibrato, 4 sec.
1 velocity layer
AB switch: crescendo/diminuendo

41 OdA_pfp_Vib_2s **Samples: 34** **RAM: 2 MB**

Crescendo-diminuendo with vibrato, 2 sec.
2 velocity layers: 0–88 p; 89–127 f

42 OdA_pfp_Vib_4s **Samples: 34** **RAM: 2 MB**

Crescendo-diminuendo with vibrato, 4 sec.
2 velocity layers: 0–88 p; 89–127 f

43 OdA_pfp_Vib_10s **Samples: 17** **RAM: 1 MB**

Crescendo-diminuendo with vibrato, 10 sec.
1 velocity layer

51 OdA_pfp_noVib_2s **Samples: 34** **RAM: 2 MB**

Crescendo-diminuendo without vibrato, 2 sec.
2 velocity layers: 0–88 p; 89–127 f

52 OdA_pfp_noVib_3s **Samples: 34** **RAM: 2 MB**

Crescendo-diminuendo without vibrato, 3 sec.
2 velocity layers: 0–88 p; 89–127 f

53 OdA_pfp_noVib_4s **Samples: 34** **RAM: 2 MB**

Crescendo-diminuendo without vibrato, 4 sec.
2 velocity layers: 0–88 p; 89–127 f

61 OdA_fp_Vib **Samples: 33** **RAM: 2 MB**

Fortepiano, with vibrato
1 velocity layer

62 OdA_sfz_Vib **Samples: 33** **RAM: 2 MB**

Sforzato, with vibrato
1 velocity layer

63 OdA_sffz_Vib **Samples: 33** **RAM: 2 MB**

Sforzatissimo, with vibrato
1 velocity layer

71 OdA_fp_noVib **Samples: 33** **RAM: 2 MB**

Fortepiano, without vibrato
1 velocity layer

72 OdA_sfz_noVib **Samples: 33** **RAM: 2 MB**

Sforzato, without vibrato
1 velocity layer

73 OdA_sffz_noVib **Samples: 33** **RAM: 2 MB**

Sforzatissimo, without vibrato
1 velocity layer

03 FLATTER Range: G3–E6

01 OdA_flatter **Samples: 66** **RAM: 4 MB**

Flutter tonguing, forte
1 velocity layer
Release samples

02 OdA_flatter_cre **Samples: 33** **RAM: 2 MB**

Flutter tonguing, crescendo
1 velocity layer

10 PERF INTERVAL Range: G3–D6

01 OdA_perf-legato **Samples: 790** **RAM: 49 MB**

Legato
Monophonic
2 velocity layers: 0–88 p; 89–127 f
Release samples

02 OdA_perf-marcato **Samples: 790** **RAM: 49 MB**

Marcato
Monophonic
2 velocity layers: 0–88 p; 89–127 f
Release samples

11 PERF INTERVAL FAST — Range: G3–D6

01 OdA_perf-legato_fa — **Samples: 850** — **RAM: 53 MB**

Legato, fast
Monophonic
2 velocity layers: 0–88 p; 89–127 f
Release samples

02 OdA_perf-marcato_fa — **Samples: 850** — **RAM: 53 MB**

Marcato, fast
Monophonic
2 velocity layers: 0–88 p; 89–127 f
Release samples

12 PERF TRILL — Range: G3–D6

01 OdA_perf-trill — **Samples: 1950** — **RAM: 121 MB**

Performance trills, legato, minor 2nd to major 3rd
Monophonic
2 velocity layers: 0–88 p; 89–127 f
Release samples

13 PERF REPETITION — Range: G3–E6

01 OdA_perf-rep_leg — **Samples: 170** — **RAM: 10 MB**

Repetition performances: Legato
2 velocity layers: 0–88 p; 89–127 f

02 OdA_perf-rep_por — **Samples: 306** — **RAM: 19 MB**

Repetition performances: Portato
2 velocity layers: 0–88 p; 89–127 f

03 OdA_perf-rep_sta — **Samples: 306** — **RAM: 19 MB**

Repetition performances: Staccato
2 velocity layers: 0–88 p; 89–127 f

11 OdA_perf-rep_dyn5_leg — **Samples: 170** — **RAM: 10 MB**

Repetition performances: Legato dynamics, 5 repetitions
1 velocity layer
AB switch: crescendo/diminuendo

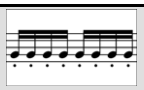
12 OdA_perf-rep_dyn9_por — **Samples: 306** — **RAM: 19 MB**

Repetition performances: Portato dynamics, 9 repetitions
1 velocity layer
AB switch: crescendo/diminuendo

13 OdA_perf-rep_dyn9_sta **Samples: 306** **RAM: 19 MB**

Repetition performances: Staccato dynamics, 9 repetitions
1 velocity layer
AB switch: crescendo/diminuendo

14 FAST REPETITION Range: G3–E6



01 OdA_fast-rep_120 (130/140/150/160/170/180) **Samples: 68** **RAM: 4 MB**

Fast repetitions: Staccato, 9 repetitions, 120–180 BPM
2 velocity layers: 0–88 p; 89–127 f
Release samples

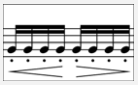
11 OdA_fast-rep_120_dyn (130/140/150/160/170/180) **Samples: 34** **RAM: 2 MB**

Fast repetitions: Staccato, 9 repetitions, 120–180 BPM, crescendo and diminuendo
1 velocity layer
AB switch: crescendo/diminuendo

98 RESOURCES

Isolated dynamics repetitions: Legato, portato, staccato
Single layer long notes

01 Perf Rep dyn Range: G3–E6



01 OdA_rep_cre5_leg-1 (2/3/4/5) **Samples: 17** **RAM: 1 MB**

Extracted repetition
Legato, crescendo, 1st to 5th note
1 velocity layer

01 OdA_rep_dim5_leg-1 (2/3/4/5) **Samples: 17** **RAM: 1 MB**

Extracted repetition
Legato, diminuendo, 1st to 5th note
1 velocity layer

02 OdA_rep_cre9_por-1 (2/3/4/5/6/7/8/9) **Samples: 17** **RAM: 1 MB**

Extracted repetition
Portato, crescendo, 1st to 9th note
1 velocity layer

02 OdA_rep_dim9_por-1 (2/3/4/5/6/7/8/9) **Samples: 17** **RAM: 1 MB**

Extracted repetition
Portato, diminuendo, 1st to 9th note
1 velocity layer

03 OdA_rep_cre9_sta-1 (2/3/4/5/6/7/8/9) **Samples: 17** **RAM: 1 MB**

Extracted repetition
Staccato, crescendo, 1st to 9th note
1 velocity layer

03 OdA_rep_dim9_sta-1 (2/3/4/5/6/7/8/9) **Samples: 17** **RAM: 1 MB**

Extracted repetition
Staccato, diminuendo, 1st to 9th note
1 velocity layer

02 Long Notes - Single Layer Range: G3–E6

01 OdA_sus_p **Samples: 66** **RAM: 4 MB**

Sustained, piano
1 velocity layer
Release samples

02 OdA_sus_mp **Samples: 66** **RAM: 4 MB**

Sustained, mezzopiano
1 velocity layer
Release samples

03 OdA_sus_mf **Samples: 65** **RAM: 4 MB**

Sustained, mezzoforte
1 velocity layer
Release samples

04 OdA_sus_f **Samples: 66** **RAM: 4 MB**

Sustained, forte
1 velocity layer
Release samples

99 RELEASE

This section contains release samples for various patches of the other sections. Please do not try to load them into a Vienna Instruments matrix – you will not be able to hear anything when you try to play them.

Matrices

Matrix - LEVEL 1

L1 OdA Articulation Combi

Samples: 956 **RAM: 59 MB**

Single note articulations
Staccato, portato short, sustained with vibrato, fortepiano and sforzato with vibrato, flutter tonguing normal and crescendo

Matrix switches: Horizontal: Keyswitches, C1–D#1 Vertical: Modwheel, 2 zones

	C1	C#1	D1	D#1
V1	staccato	sus. vib.	fp vib.	flutter
V2	portato short	sus. vib.	sfz vib.	flutter cres.

L1 OdA Perf-Legato Speed

Samples: 970 **RAM: 60 MB**

Interval performances: Legato normal and fast
Speed controller

Matrix switches: Horizontal: Speed, 2 zones

	H1	H2
legato	normal speed	fast

Matrix - LEVEL 2 A - Advanced

01 OdA Perf-Universal

Samples: 1874 **RAM: 117 MB**

Interval performances: Legato normal and fast
Marcato normal and fast
Speed controller

Matrix switches: Horizontal: Speed, 2 zones Vertical: Modwheel, 2 zones

	H1	H2
legato	normal	fast
marcato	normal	fast

02 OdA Perf-Trill Speed

Samples: 2182 **RAM: 136 MB**

Multi interval performances: Legato and trills
Speed controller

Matrix switches: Horizontal: Speed, 2 zones

	H1	H2
V1	legato	trills

03 OdA Short+Long notes - All

Samples: 1352 RAM: 84 MB

Single notes
Staccato
Portato short and medium
Portato long, soft attack, with and without vibrato
Sustained with and without vibrato

Matrix switches: Horizontal: Keyswitches, C1–E1 Vertical: Modwheel, 2 zones

	C1	C#1	D1	D#1	E1
V1	staccato	portato short	portato medium	portato long vib.	sus. vib.
V2	%	%	%	portato long no vib.	sus. no vib.

Matrix - LEVEL 2 B - Standard

11 OdA Perf-Legato Speed

Samples: 970 RAM: 60 MB

Interval performances: Legato normal and fast
Speed controller

Matrix switches: Horizontal: Speed, 2 zones

	H1	H2
legato	normal speed	fast

12 OdA Perf-Marcato Speed

Samples: 970 RAM: 60 MB

Interval performances: Marcato normal and fast
Speed controller

Matrix switches: Horizontal: Speed, 2 zones

	H1	H2
marcato	normal speed	fast

13 OdA Dynamics

Samples: 592 RAM: 37 MB

Dynamics
Medium crescendo and diminuendo with and without vibrato 2, 3, and 4 sec.
Crescendo-diminuendo with vibrato 2, 4, and 10 sec.
Fortepiano, sforzato, sforzatissimo with vibrato

Matrix switches: Horizontal: Keyswitches, C1–D1 Vertical: Modwheel, 4 zones

	C1	C#1	D1
V1	med. dyn. vib. 2 sec.	med. dyn. vib. 3 sec.	med. dyn. vib. 4 sec.
V2	no vib. 2 sec.	no vib. 3 sec.	no vib. 4 sec.
V3	pfp vib. 3 sec.	pfp vib. 4 sec.	pfp vib. 10 sec.
V4	fp vib.	sfz vib.	sffz vib.

14 OdA Flatter

Samples: 99 RAM: 6 MB

Flutter tonguing
Normal, crescendo, and normal/crescendo with Cell crossfading

Matrix switches: Horizontal: Keyswitches, C1–D1

	C1	C#1	D1
flutter	normal	crescendo	Cell XF

Matrix - LEVEL 2 C - Repetitions

21 OdA Perf-Repetitions - Combi — Samples: 782 — RAM: 48 MB

Repetition performances
Legato, portato, and staccato

Matrix switches: Horizontal: Keyswitches, C1–D1

	C1	C#1	D1
V1	legato	portato	staccato

22 OdA Perf-Repetitions - Speed — Samples: 782 — RAM: 48 MB

Repetition performances
Legato, portato, and staccato
Speed controller

Matrix switches: Horizontal: Speed, 3 zones

	H1	H2	H3
V1	legato	portato	staccato

23 OdA Fast Repetitions — Samples: 272 — RAM: 17 MB

Fast repetitions
Staccato, 9 repetitions: 120, 130, 140, 150, 160, 170, 180 BPM

Matrix switches: Horizontal: Keyswitches, C1–F#1

	C1	C#1	D1	D#1	E1	F1	F#1
speed/BPM	120	130	140	150	160	170	180

Matrix - LEVEL 2 E - Keyswitch Vel

31 OdA Legato - cre5 — Samples: 85 — RAM: 5 MB

Legato notes: Crescendo, keyswitch velocity
Keyswitches control 5 dynamic steps

Matrix switches: Horizontal: Keyswitches, C1–E1

	C1	C#1	D1	D#1	E1
velocity	1st	2nd	3rd	4th	5th

32 OdA Portato - cre9 — Samples: 153 — RAM: 9 MB

Portato notes: Crescendo, keyswitch velocity
Keyswitches control 9 dynamic steps

Matrix switches: Horizontal: Keyswitches, C1–G#1

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1
velocity	1st	2nd	3rd	4th	5th	6th	7th	8th	9th

33 OdA Staccato - cre9 — Samples: 153 — RAM: 9 MB

Staccato notes: Crescendo, keyswitch velocity
Keyswitches control 9 dynamic steps

Matrix switches: Horizontal: Keyswitches, C1–G#1

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1
velocity	1st	2nd	3rd	4th	5th	6th	7th	8th	9th

34 OdA Combi - cre9 — Samples: 306 — RAM: 19 MB

Portato and staccato: Crescendo, keyswitch velocity
Keyswitches control 9 dynamic steps

Matrix switches: Horizontal: Keyswitches, C1–G#1 Vertical: Modwheel, 2 zones

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1
portato	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
staccato	1st	%	%	%	%	%	%	%	%

35 OdA Legato - dim5 — Samples: 85 — RAM: 5 MB

Legato notes: Diminuendo, keyswitch velocity
Keyswitches control 5 dynamic steps

Matrix switches: Horizontal: Keyswitches, C1–E1

	C1	C#1	D1	D#1	E1
velocity	1st	2nd	3rd	4th	5th

36 OdA Portato - dim9 — Samples: 153 — RAM: 9 MB

Portato notes: Diminuendo, keyswitch velocity
Keyswitches control 9 dynamic steps

Matrix switches: Horizontal: Keyswitches, C1–G#1

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1
velocity	1st	2nd	3rd	4th	5th	6th	7th	8th	9th

37 OdA Staccato - dim9 — Samples: 153 — RAM: 9 MB

Staccato notes: Diminuendo, keyswitch velocity
Keyswitches control 9 dynamic steps

Matrix switches: Horizontal: Keyswitches, C1–G#1

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1
velocity	1st	2nd	3rd	4th	5th	6th	7th	8th	9th

38 OdA Combi - dim9 — Samples: 306 — RAM: 19 MB

Portato and staccato: Diminuendo, keyswitch velocity
Keyswitches control 9 dynamic steps

Matrix switches: Horizontal: Keyswitches, C1–G#1 Vertical: Modwheel, 2 zones

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1
portato	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
staccato	1st	%	%	%	%	%	%	%	%

Presets

OdA VSL Preset Level 1 **Samples: 1860 RAM: 116 MB**

L1 OdA Perf-Legato Speed
L1 OdA Articulation Combi
Preset Keyswitches: C2–C#2

OdA VSL Preset Level 2 **Samples: 5244 RAM: 327 MB**

01 OdA Perf-Universal
02 OdA Perf-Trill Speed
L1 OdA Articulation Combi
21 OdA Perf-Repetitions - Combi
34 OdA Combi - cre9
Preset Keyswitches: C2–E2